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Algorithms for Radio Networks

Medium Access – Carrier Sensing

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ISO/OSI Reference model

► 7. Application

- Data transmission, e-mail, terminal, remote login

► 6. Presentation

- System-dependent presentation of the data (EBCDIC / ASCII)

► 5. Session

- start, end, restart

► 4. Transport

- Segmentation, congestion

► 3. Network

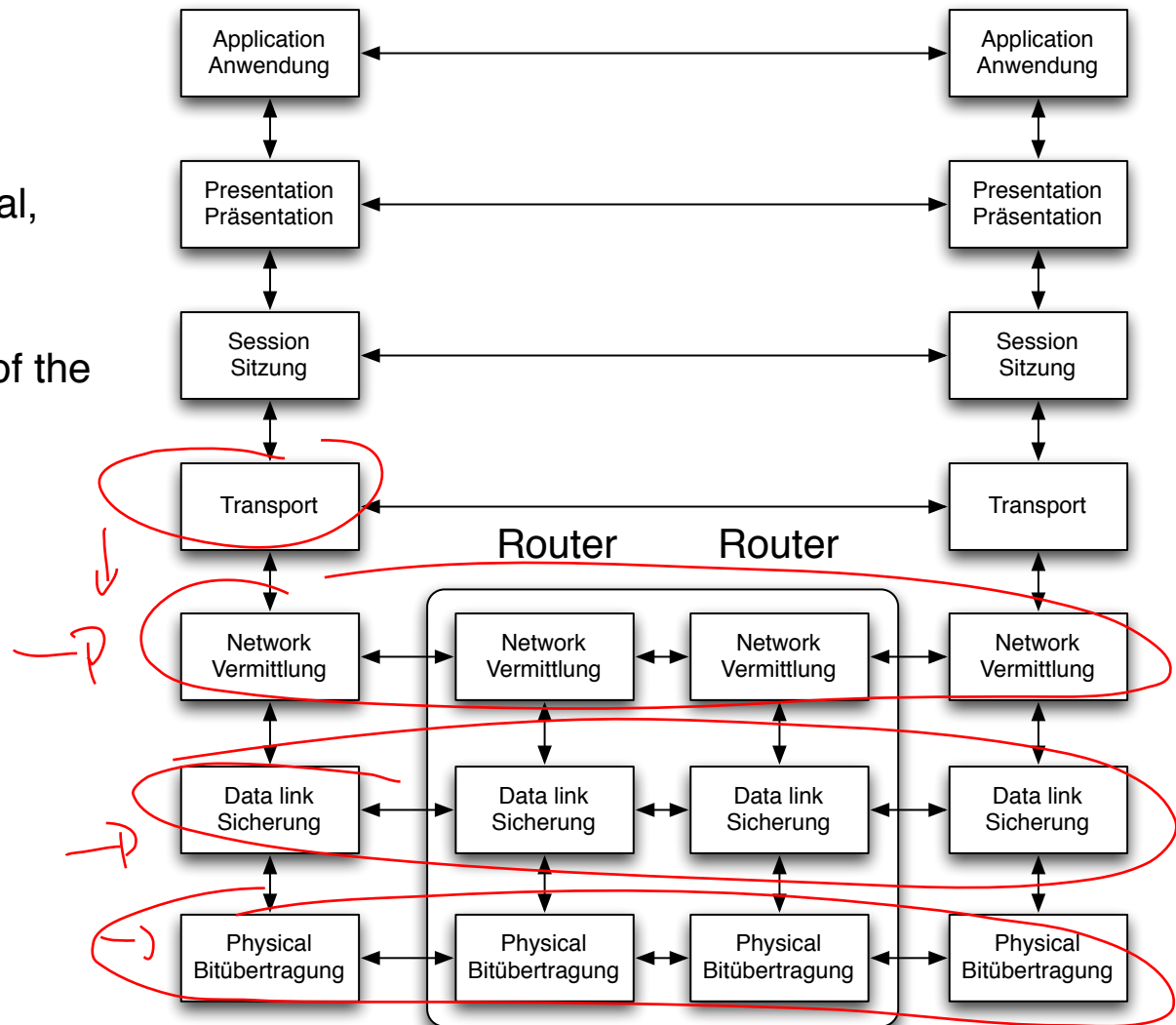
- Routing

► 2. Data Link

- Checksums, flow control

► 1. Physical

- Mechanics, electrics



Types of Conflict Resolution

► Conflict-free

- TDMA, Bitmap
- FDMA, CDMA, Token Bus

► Contention-based

- Pure contention Aloha
- Restricted contention

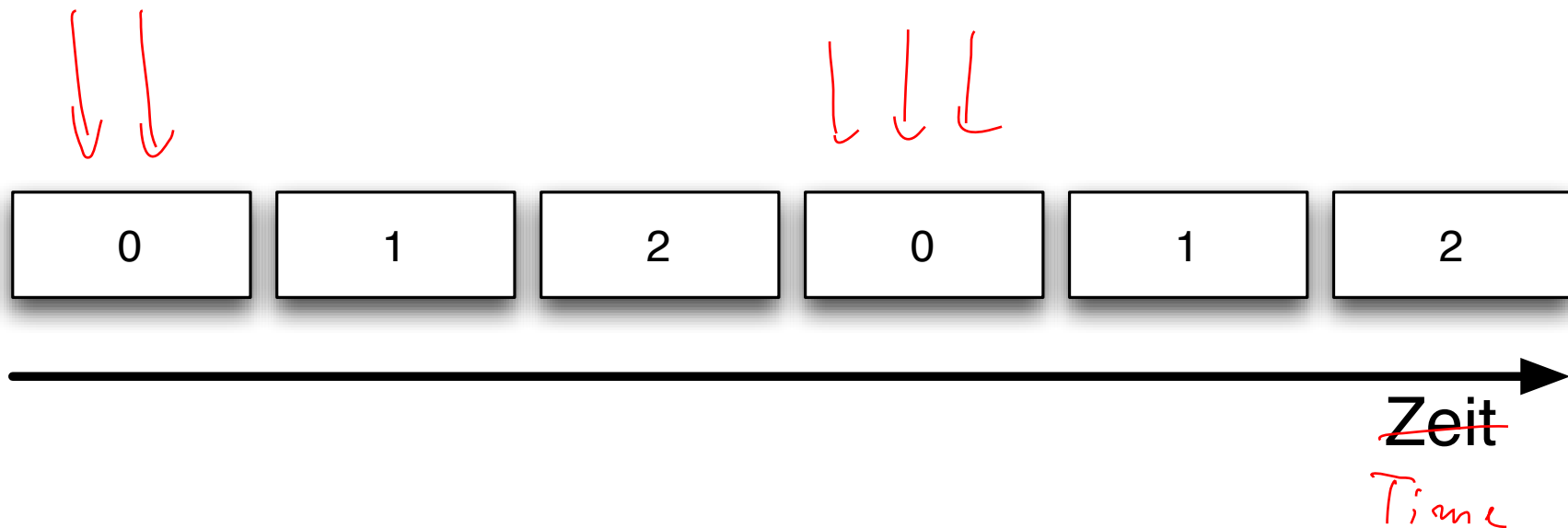
► Other solutions

- z.B. MAC for directed antennae

Contention Free Protocols

▸ Simple Example: Static Time Division Multiple Access (TDMA)

- Each station is assigned a fixed time slot in a repeating time schedule
- Traffic-Bursts cause waste of bandwidth



Bitmap Protokoll

► Problems of TDMA

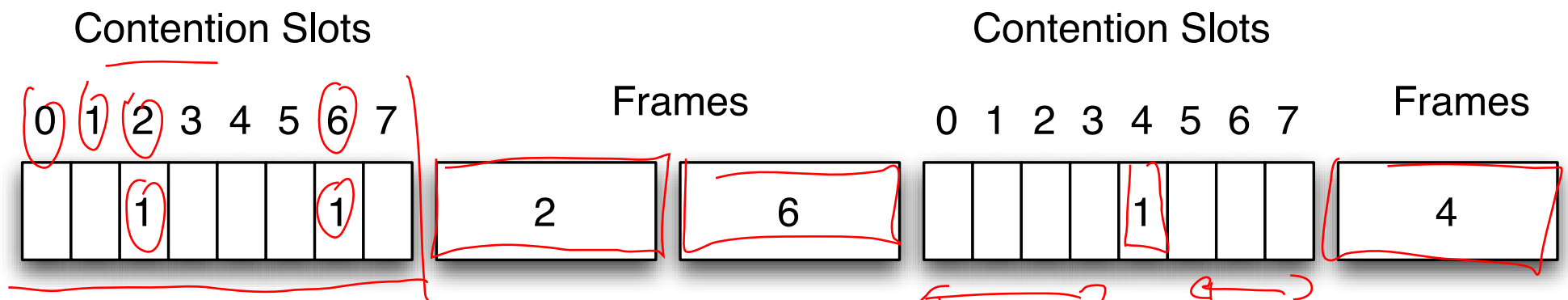
- If a station has nothing to send, then the channel is not used

► Reservation system: bitmap protocol

- Static short reservation slots for the announcement
- Must be received by each station

► Problem

- Set of participants must be fixed and known a-priori
- because of the allocation of contention slots



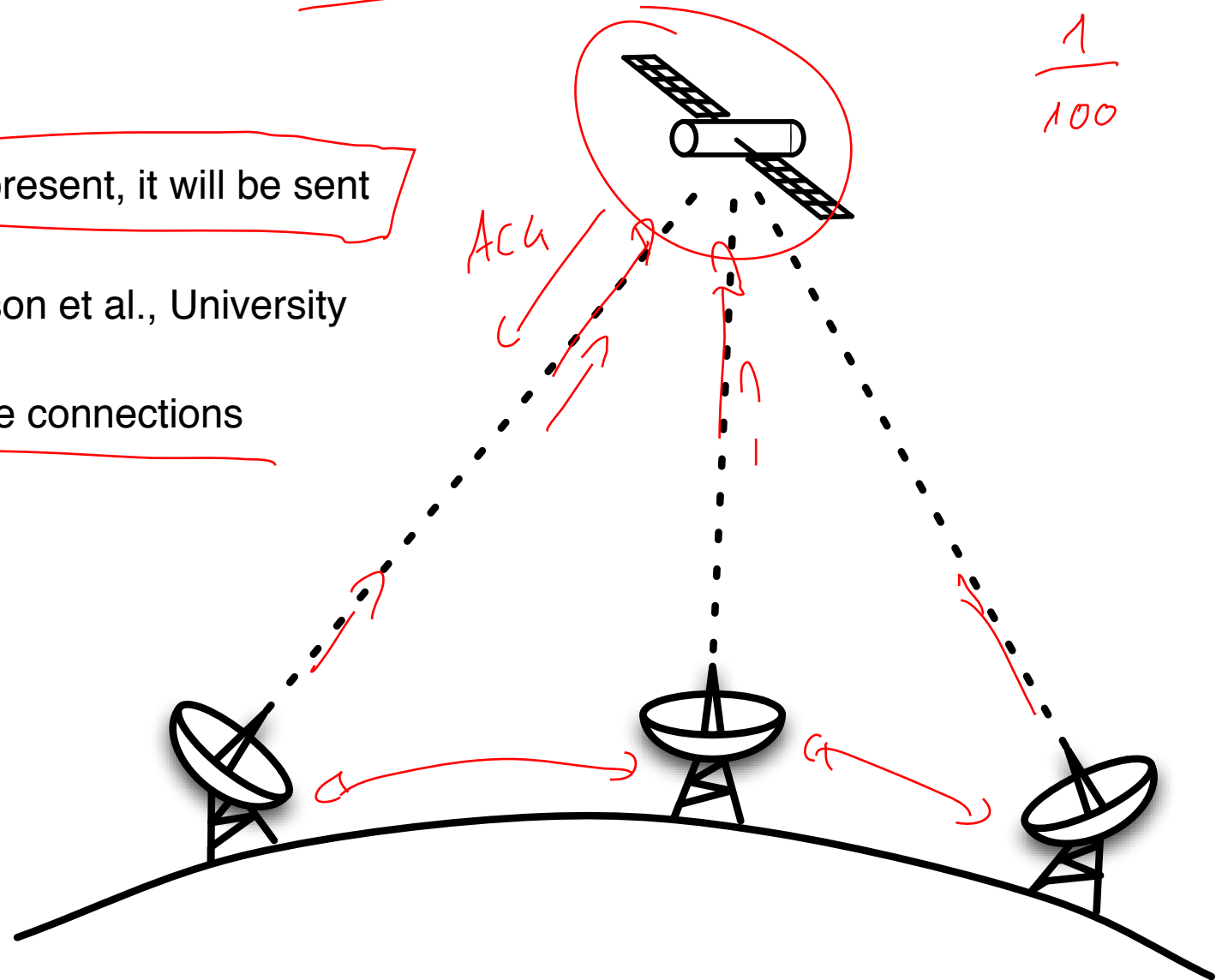
ALOHA

► Algorithm

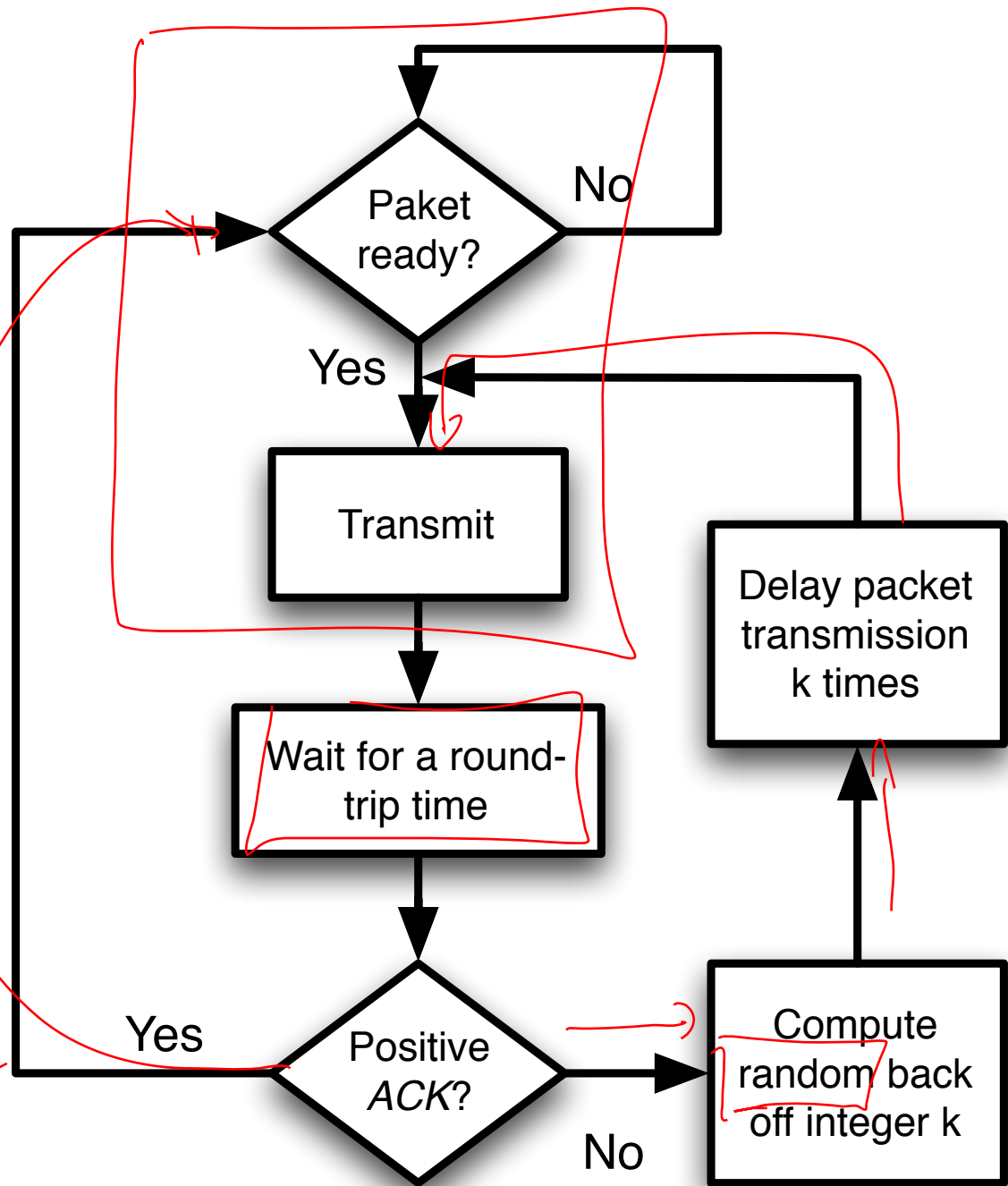
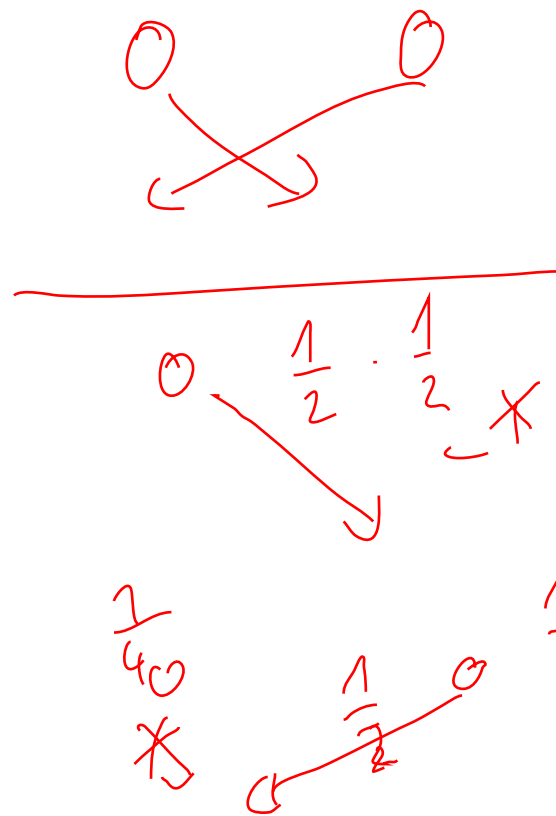
- Once a packet is present, it will be sent

► Origin

- 1985 by Abrahamson et al., University of Hawaii
- For use in satellite connections



Aloha



ALOHA – Analysis

► Advantage

- simple
- no coordination necessary

► Disadvantage

- collisions
 - sender does not check the channel
- sender does not know whether the transmission will be successful
 - ACKs are necessary
 - ACKs can also collide

$$\sum_{k=2}^{\infty} \frac{1}{k!} \cdot e^{-1} = 1 - \frac{2}{e}$$

ALOHA – Efficiency

$$\frac{1}{0!} \cdot e^{-G} = \frac{1}{e}$$

$$k=0$$

► Consider Poisson-process for generation of packets

- describe “infinitely” many stations with similar behavior
- time between two transmission is exponentially distributed
- let G be the expectation of the transmission per packet length
- all packets have equal length
- Then we have $P[k \text{ transmissions}] = \frac{G^k}{k!} e^{-G}$

$$G = \lambda$$

$$G = 1; k = 1$$

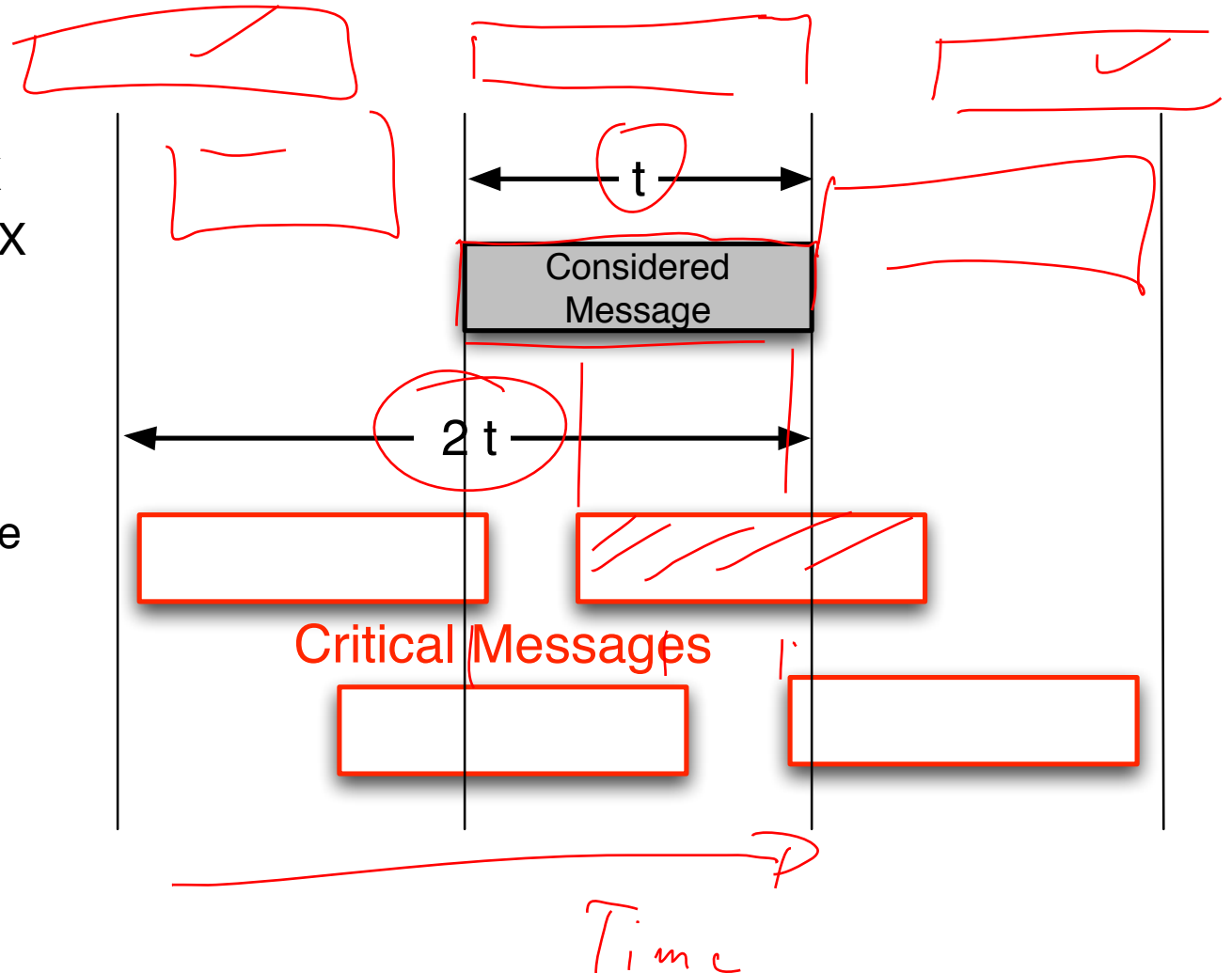
► For a successful transmission, no collision with another packet may happen

- How probable is a successful transmission?

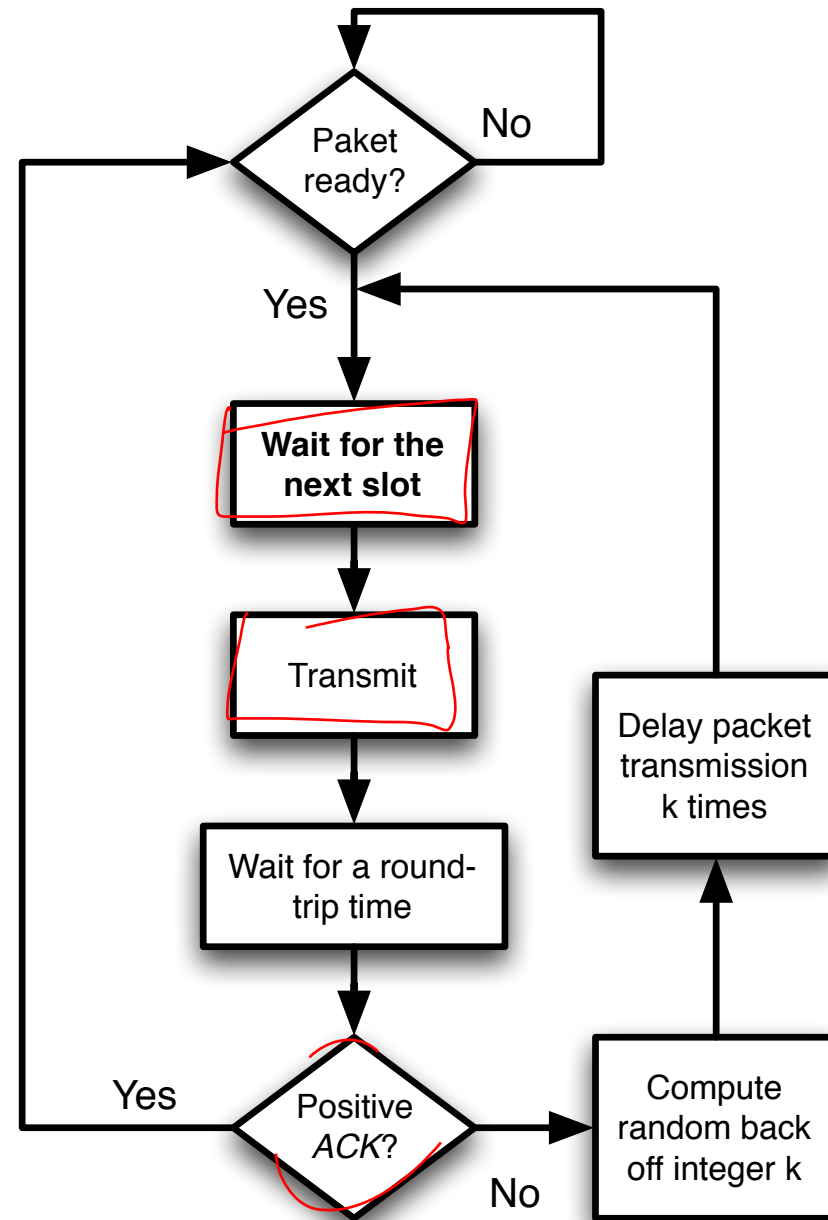
$$\frac{1^2}{1} \cdot e^{-1} = \frac{1}{e}$$

ALOHA – Efficiency

- ▶ **A packet X is disturbed if**
 - a packet starts just before X
 - a packet starts shortly after X starts
- ▶ **A packet is successfully transmitted,**
 - if during an interval of two packets no other packets are transmitted



Slotted Aloha

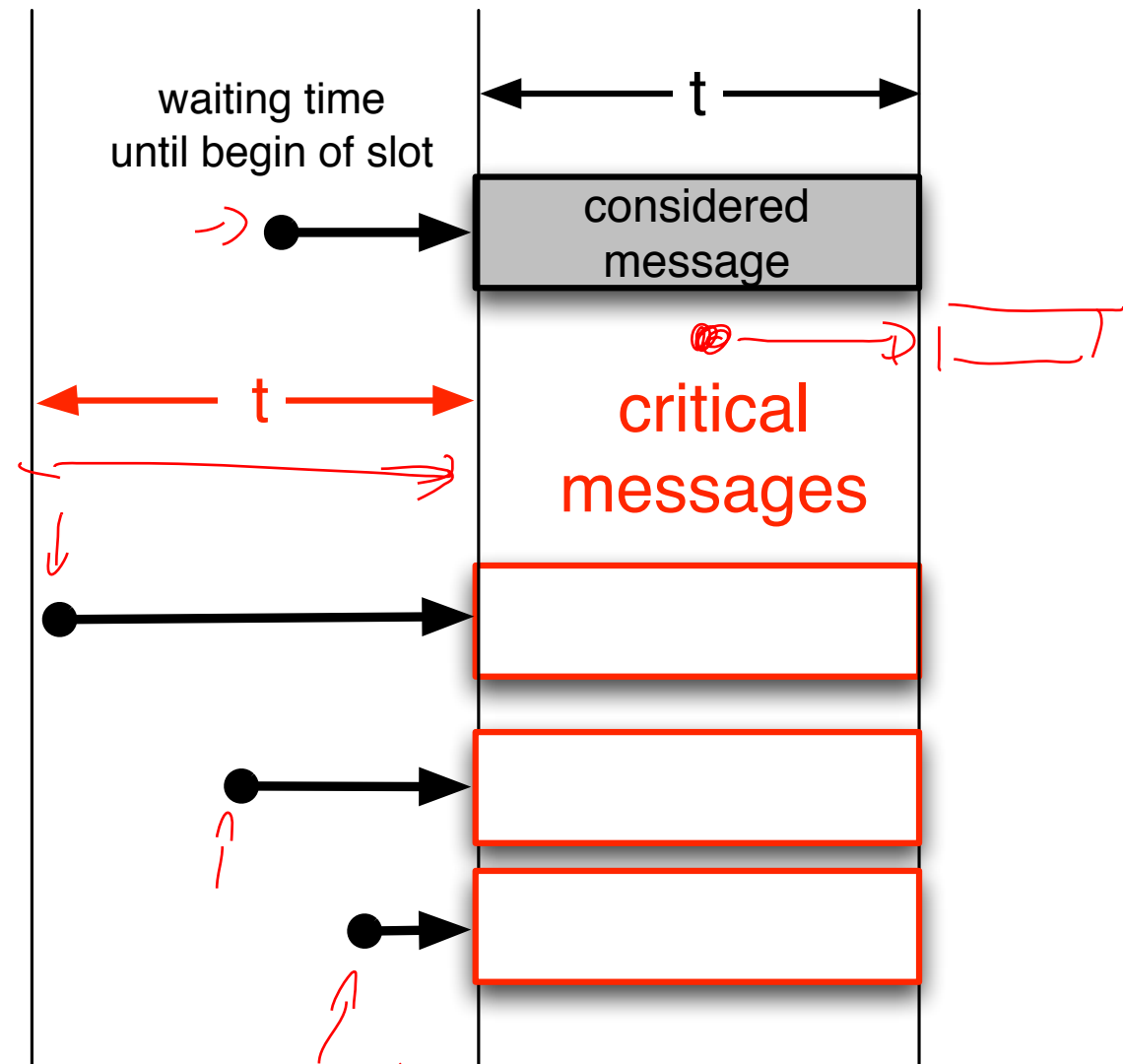


Slotted ALOHA

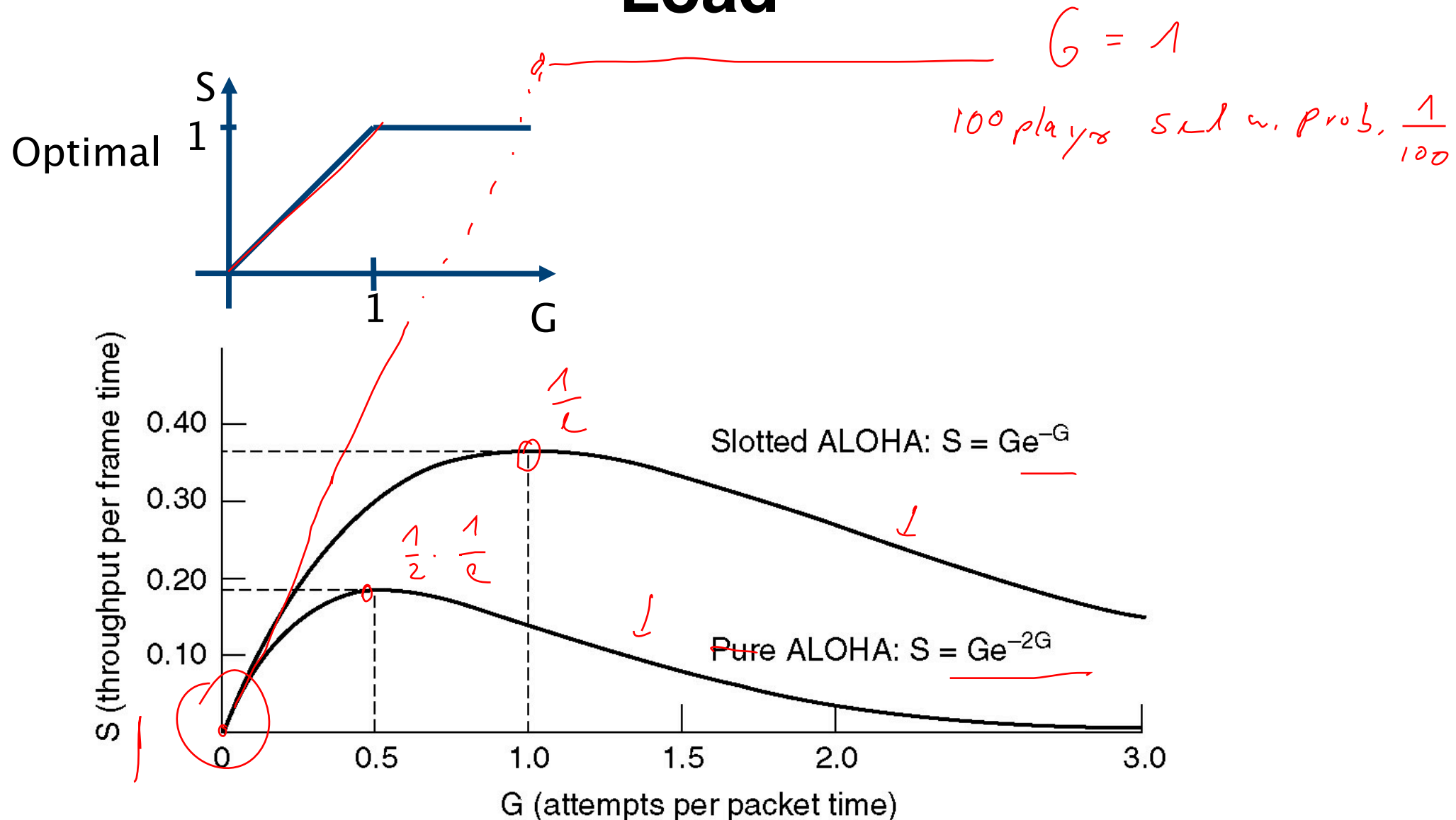
- ▶ **ALOHA's problem**
 - long vulnerability of a packet
- ▶ **Reduction through use slots**
 - synchronization is assumed
- ▶ **Result**
 - vulnerability is halved
 - throughput is doubled
 - $S(G) = Ge^{-G}$
 - optimal for $G=1$, $S=1/e$

Slotted ALOHA – Effizienz

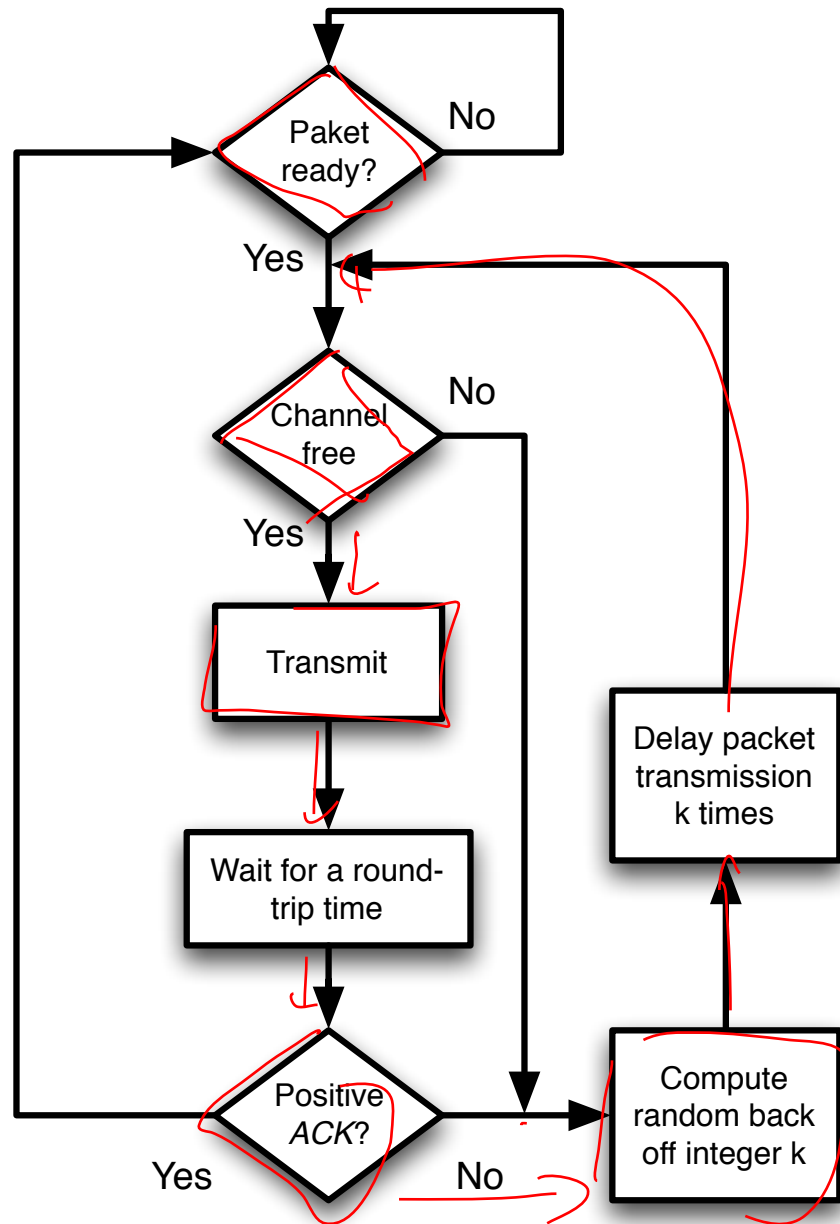
- ▶ **A packet X is disturbed if**
 - a package starts just before X
- ▶ **The packet is successfully transmitted,**
 - when transmitting over a period of **one** packets no (other) packets appears



Throughput with respect to the Load



Carrier Sense Medium Access CSMA



CSMA und Transmission Time

► CSMA-Problem:

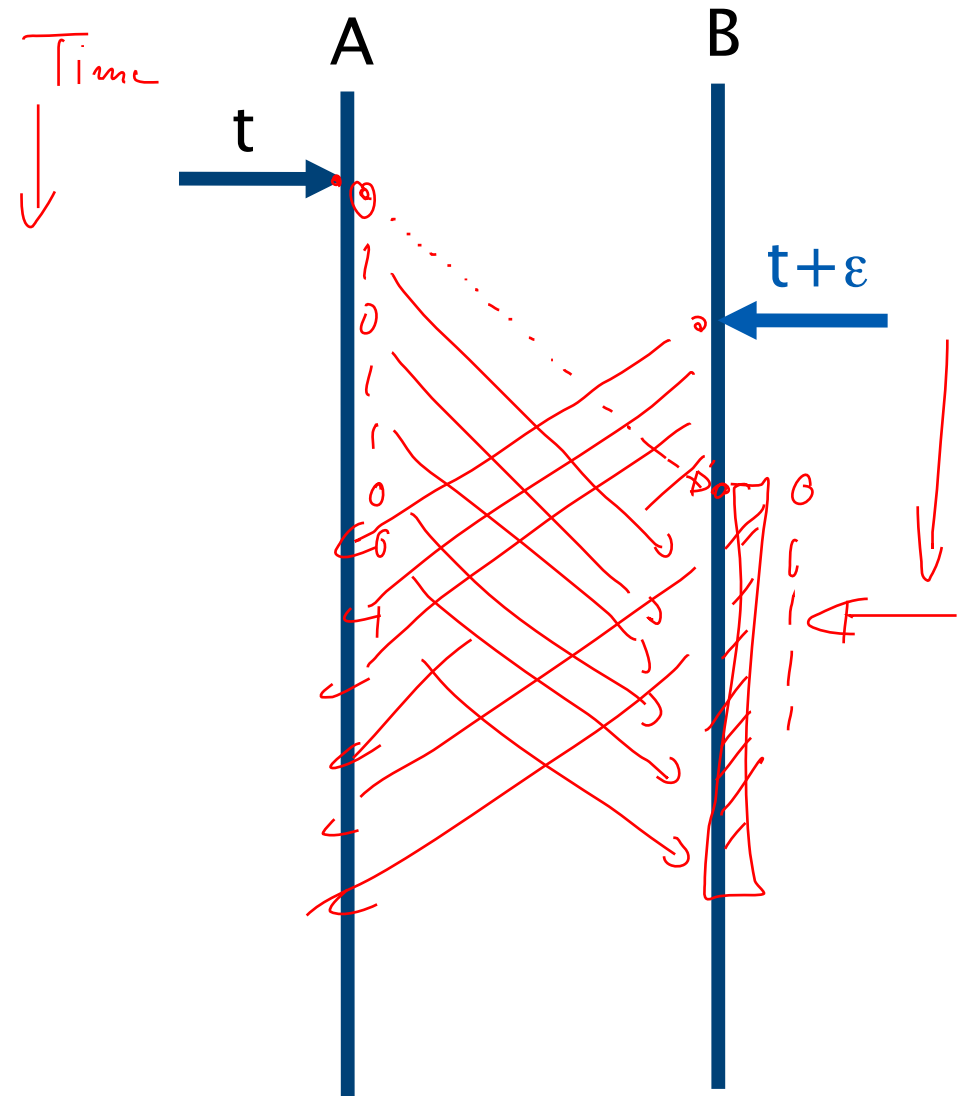
- Transmission delay d

► Two stations

- start sending at times t and $t + \varepsilon$ with $\varepsilon < d$
- see a free channel

► 2nd Station

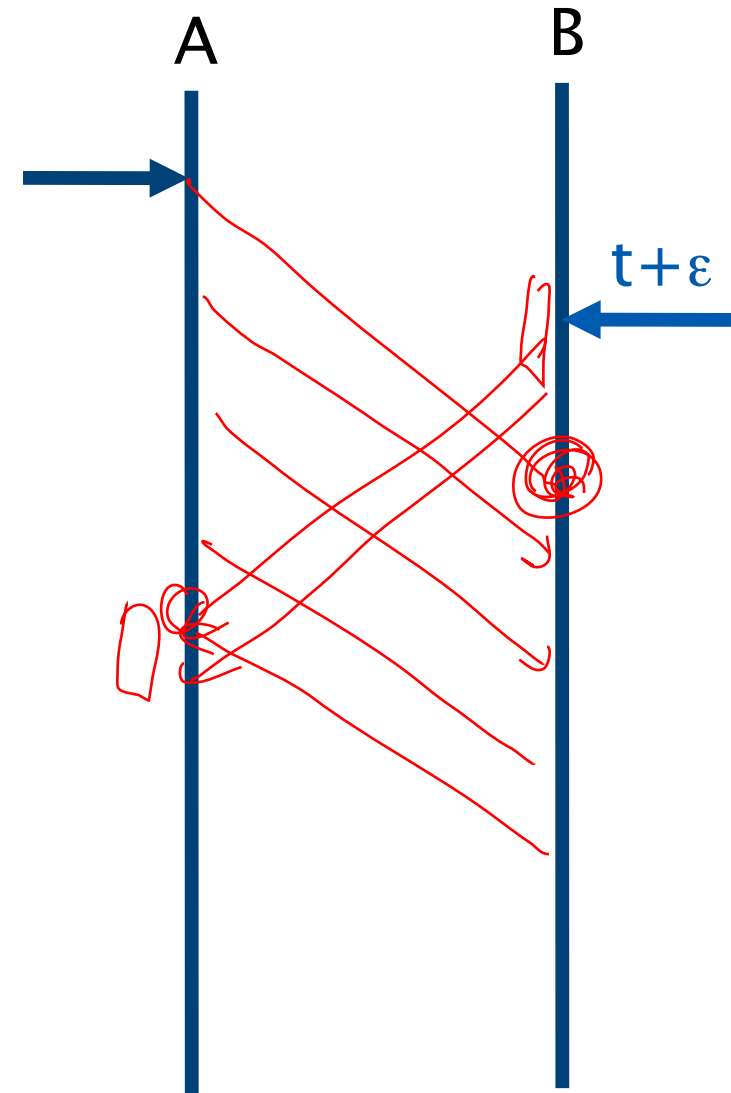
- causes a collision



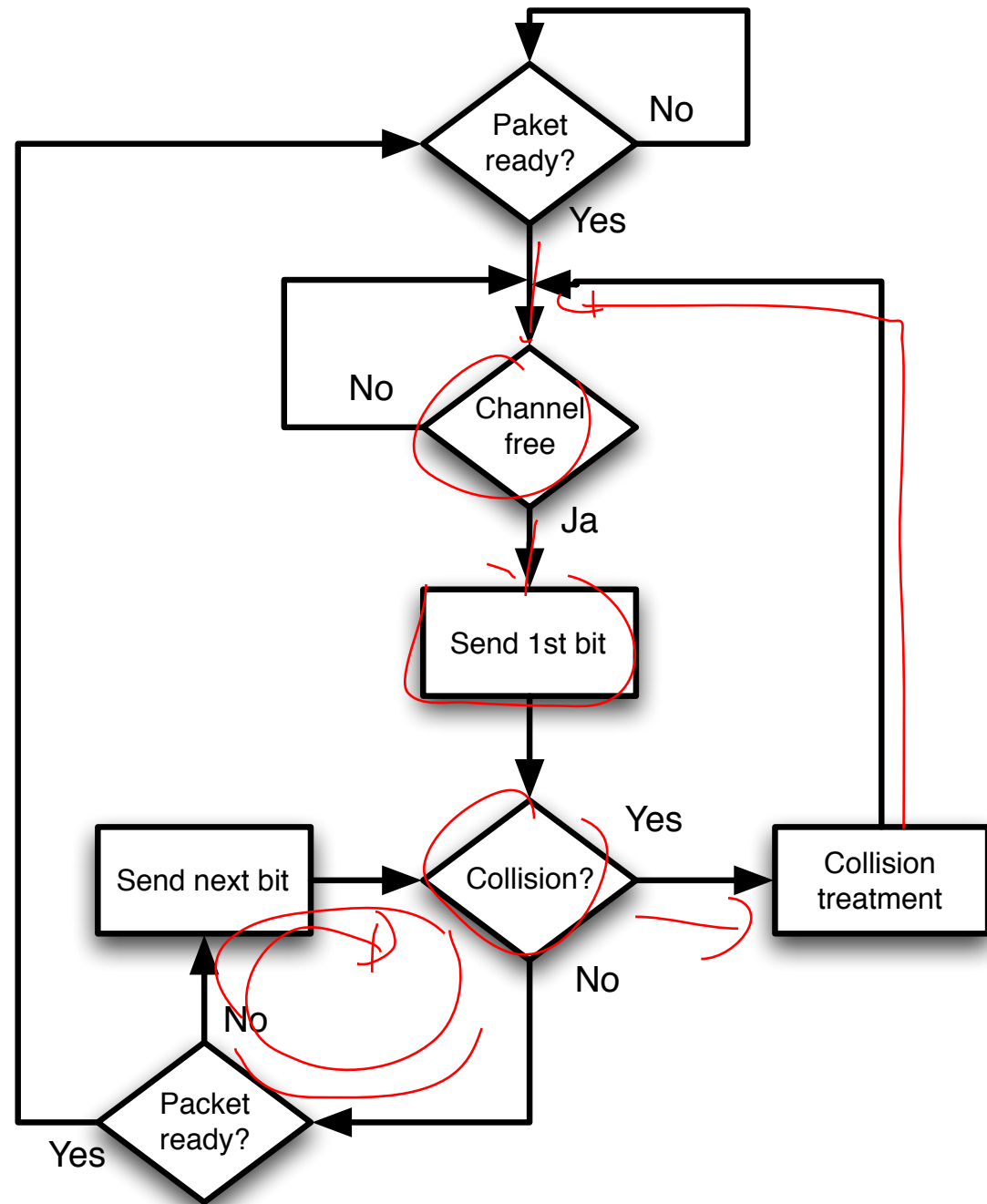
Collision Detection in Ethernet

– CSMA/CD

- ▶ **CSMA/CD – Carrier Sense Multiple Access/Collision Detection**
 - Ethernet
- ▶ **If collision detection during reception is possible**
 - Both senders interrupt sending
 - Waste of time is reduced
- ▶ **Collision Detection**
 - simultaneously listening and sending must be possible
 - Is that what happens on the channel that's identical to the message?



Ethernet CSMA/CD



Computation of the Backoff

► Algorithm: Binary Exponential Backoff

- $k:=2$
- While a collision has occurred
 - choose t randomly uniformly from $\{0, \dots, k-1\}$
 - wait t time units
 - send message (terminate in case of collision)
 - $k := 2k$

► Algorithm

- waiting time adapts to the number of stations
- uniform utilization of the channel
- fair in the long term

$\{0, 1\}$
 $\{0, 1, 2, 3\}$
 $\{0, 1, 2, 3, 4, 5, 6, 7\}$

100
50
50
25
25
12, 5
⋮



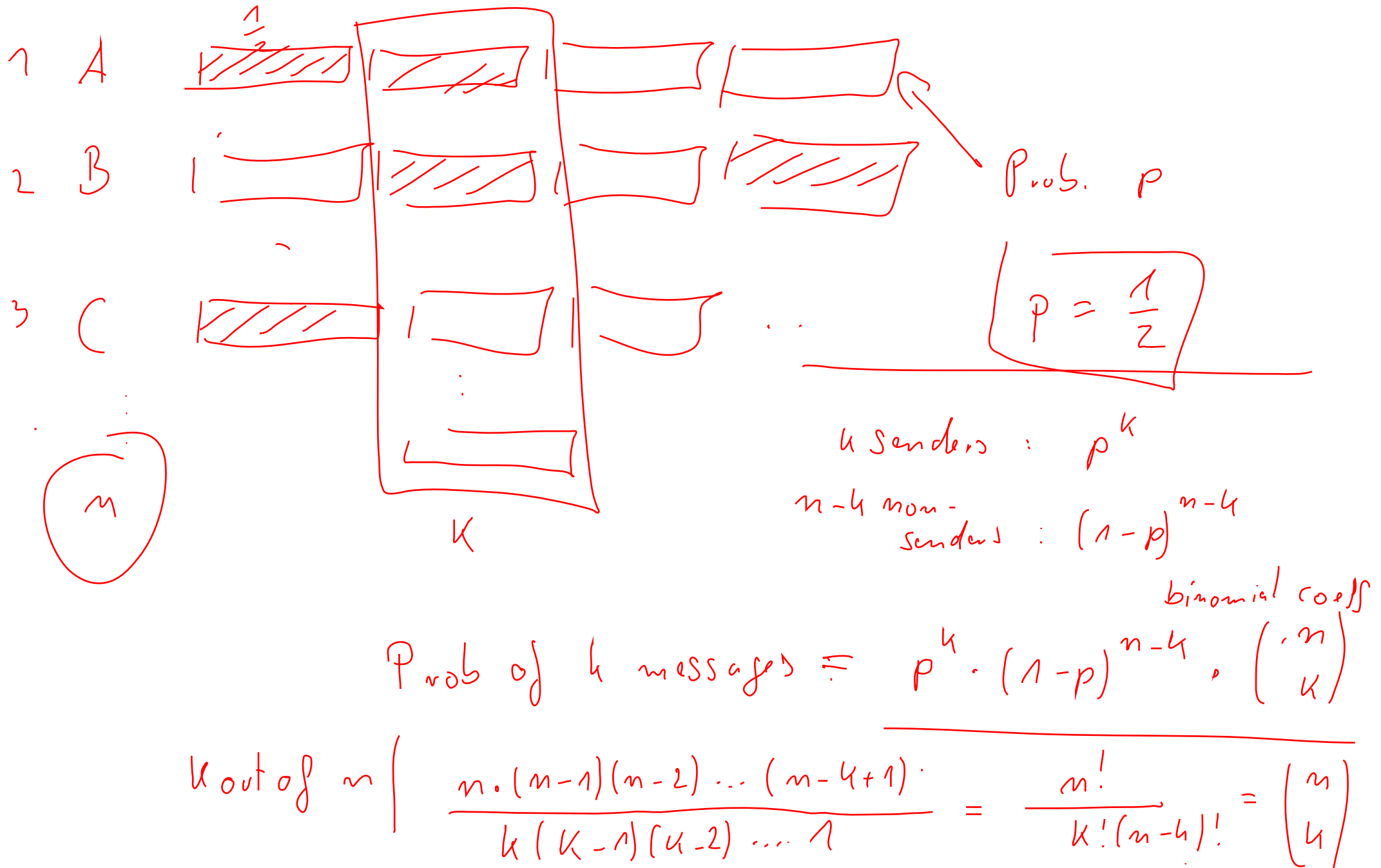
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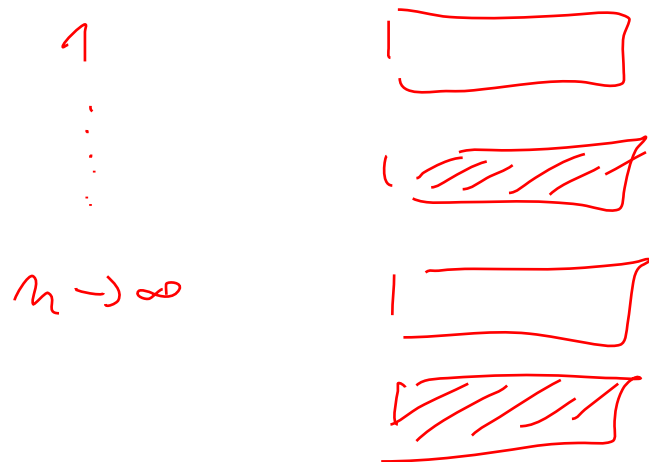
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X_n : random variable.

$$P[X=k] = \frac{p^k \cdot (1-p)^{n-k} \binom{n}{k}}{1}$$

$$E[X] = \sum_{k=1}^n P[X=k] k$$

f_{ix} : exp. number of messages

$$E[X_1 + X_2] = E[X_1] + E[X_2]$$

k : 1 2 3 4 5 6

$$P[X=k] : \frac{1}{6} \quad \frac{1}{6} \quad \frac{1}{6} \quad \frac{1}{6} \quad \frac{1}{6} \quad \frac{1}{6}$$

$$E[X_n] = n \cdot E[X_1] = p \cdot n$$

$$= n \left(\cancel{P[X=0] \cdot 0} + P[X_1=1] \cdot 1 \right)$$

$$= n p^1 \cdot (1-p)^{1-1} \cdot \binom{1}{1} = n \cdot p$$

Fix expectat., but $n \rightarrow \infty$

$$\lambda = E[x] = n \cdot p \quad p = \frac{\lambda}{n}$$

Poisson $P(X_n = k) = p^k \cdot (1-p)^{n-k} \cdot \binom{n}{k}$

$n \rightarrow \infty$

$$= \left(\frac{\lambda}{n}\right)^k \cdot \left(1 - \frac{\lambda}{n}\right)^{n-k} \cdot \frac{n \cdot (n-1) \cdot \dots \cdot (n-k+1)}{k!}$$

$$\frac{\lambda^k}{k!} \cdot e^{-\lambda}$$

$$= \frac{\lambda^k}{k!} \cdot \left(1 - \frac{\lambda}{n}\right)^{\frac{n}{\lambda} \cdot \lambda} \cdot \frac{\lambda}{n} \cdot (n-k) \cdot \frac{n(n-1) \cdot \dots \cdot (n-k+1)}{n \cdot n \cdot n \cdot \dots \cdot n}$$

$$= \frac{\lambda^k}{k!} \cdot \left(\frac{1}{e}\right)^{\frac{n}{\lambda} \cdot \lambda} \cdot \frac{\lambda}{n} \cdot (n-k) \cdot \frac{n}{n} \cdot \frac{n-1}{n} \cdot \frac{n-2}{n} \cdot \dots \cdot \frac{n-k+1}{n}$$

$\rightarrow 0$

$$\lim_{m \rightarrow \infty} \left(1 - \frac{1}{m}\right)^m = \frac{1}{e}$$

